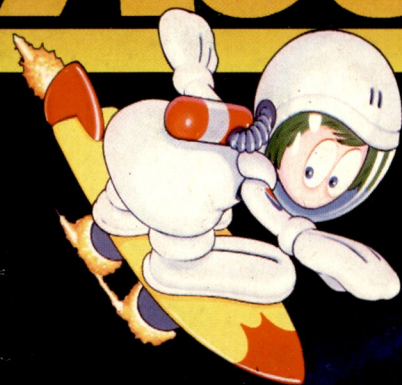


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ACORN ACTION

Games Guide



**THE ALL TIME
TOP 50 GAMES**



**THE AGE OF
THE MEGAGAME -**

The Simon the Sorcerer story

Simon
the sorcerer

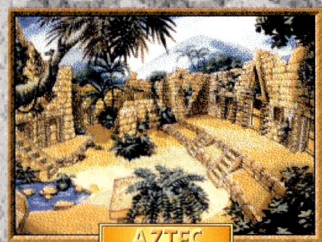
Dr PHIPPS' SURGERY

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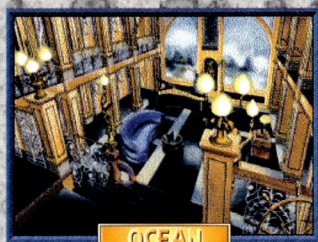
PICK YOUR PLAYERS



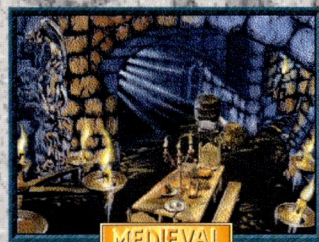
ZOOM INTO A ZONE



AZTEC



OCEAN

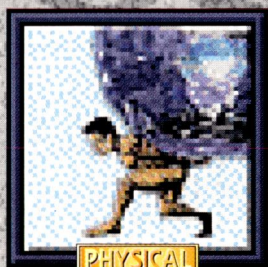


MEDIEVAL



FUTURISTIC

GO FOR A GAME



PHYSICAL



SKILL

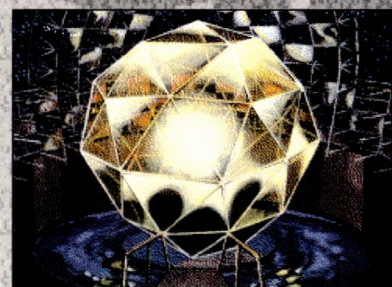


MENTAL



MYSTERY

FACE THE FINAL CHALLENGE



'The Crystal Maze is fantastic. The graphics and sound are stunning, the puzzles and games very playable and challenging.....'

Risc User, December 1993



'The Crystal Maze is a must for everyone from lovers of mind bending puzzles to joystick-frenzy enthusiasts'

Acorn Computing October 1993

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The Crystal Maze is a Chatsworth Television production for Channel 4 based on ideas by Jacques Antoine © 1990



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The all-time top 50 super games for the Archimedes. Which game is the ultimate, all-time supreme, absolute, no-questions-asked, numero uno? And why.



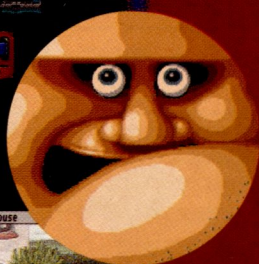
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The best adventure game ever? Troy Hamilton examines **Simon the Sorcerer** and finds out how the biggest - and funniest - graphical adventure was put together.



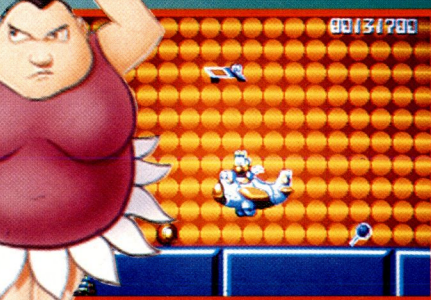
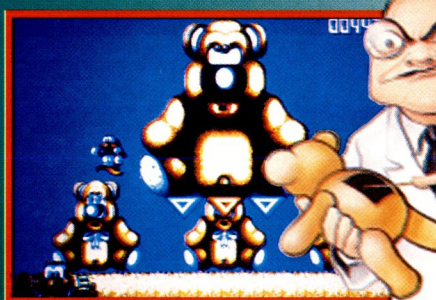
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Stuck with a game? Dr Phipps has a bag of tricks to cure you, from cheats and tips to hints and passwords. Just lie back and tell him your problems...



JAMES POND 2

NEW
LEVELS
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MUSIC



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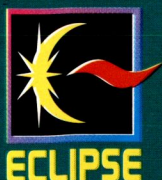


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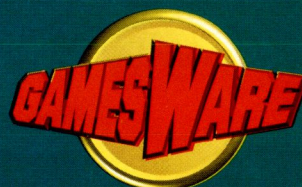


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BIG NAMES BIG GAMES

Acorn games are go! There are now more big-name games companies in the Acorn market than ever before.

Companies like US Gold, Gremlin, Renegade and Millennium have all committed themselves to converting a string of their best selling titles such as Dune 2, Soccer Kid and Cannon Fodder to the Acorn platform while others, including Virgin, have licenced several popular games for established Acorn games houses to convert.



As a result, Acorn players can expect a steady flow of the very best titles from the 16-bit games market, including almost every game that has reached the number one position in the 16-bit charts.

The big fellas have decided to cut the Acorn machine a break and, after all, with a games capability equal



to that of its rivals, it deserves it. So at the Acorn User show in Harrogate this year there have been more

big name releases than ever before and the signs are that this trend will grow and grow. Whether it does or not depends, of course, on you. Buy the good ones, don't copy them and, whatever you do, don't stop playing!

By fair means or foul



With SPEEDBALL 2 - the next release from Krisalis - it's not a question of sport or rules, it's simply a question of scoring loads of goals... and it doesn't really matter how you do it.

That's the 'back to basics' premise to the latest Bitmap Brothers conversion and it should be on general release now. In Speedball 2, the play arena is a great big metallic stadium and you play a sort of mutation of five-a-side football, like a standard soccer game, except that the concept of a foul is non-existent. And when you consider this in perspective - i.e. the players are all six-foot tall, 15-stone, muscle-bound gorillas,

in steel armour suits - the term 'five-a-side' football suddenly becomes a lot more exciting. You can pick up the ball and run with it and players are more likely to be rewarded - not penalised - for on-pitch outbursts. The more violent the game, the more contented the crowd gets and the more points you'll rake in. Players can go anywhere and do anything - even the goalkeepers are not confined to their goal lines and can roam around wherever they like. With explicit 3D graphics and fast 'n' furious gameplay, Krisalis is convinced Speedball 2 will score a winner.



VIOLENCE IS GOLDEN

THE CHAOS ENGINE, the biggest blast-em-away to land on planet Acorn, has just been released by publishers Renegade, and it's the latest conversion from the cult programming team the Bitmap Brothers.

The Chaos Engine is so violent that it would be rated 18 if, as seems likely, the games industry applied the same certifying rules of cinema to games.

There is so much maiming and killing going on that even the programmers had to look away while they were writing it.

Set in a remote Victorian mansion, a very dangerous machine, The Chaos Engine, has run amok altering the space-time continuum and allowing the forces of chaos to invade the world.

As a result, normally charitable people have been transformed into totally irrational, hugely violent beasts. Just like working in a bank. What all this means in practical



terms is that you, in the guise of one of many Victorian mercenaries, must explore the mansion, its grounds and the outbuildings, blasting merry hell out of everything you meet, to locate the engine itself and switch it off

(thus turning everyone back to normal - at which point, presumably, you have some explaining to do to the families of those lovely people you killed). The Chaos Engine - in either one or two player version - is available now

UK WORLD CUP FEVER COOLS . . .



While England will still be in England when everyone else is battling out the World Cup in the States this summer, Acorn players back home will be able to join in some of the fun

with **SENSIBLE SOCCER**, the football game with atmosphere just released by Renegade.

The best selling Amiga game in 1992, Sensible Soccer was the game of the year in 1993 and now it's 1994. And what will Sensible Soccer do for

us this year? We suggest you pick up a copy and kick it round your kitchen for a bit to find out - you'll get so absorbed in the match that you won't even remember anything about the so called 'official' World Cup in America.

Who needs it anyway when you've got Sensible Soccer? Assuming you do buy it. Assuming you have any interest in football at all and have even bothered to read this far. Assuming, fundamentally, that there is no major disaster like a nuclear

war before you get round to reading this at all, because although we have tried to make this Games Guide as robust and reliable as possible, it would be unfair to expect it to survive a nuclear fallout. Hmm, weren't we on about football a moment ago?...





FLASHBACK, the number one arcade adventure from US Gold, is headed for the Acorn platform - and you can test play it free.

A playable demo of the chart topping game will be featured on the free cover disc of the first issue of Acorn Action - the new magazine for Acorn games players. In Flashback you play Conrad, a great scientist, and begin the game by waking up in a jungle without the faintest idea about how you got there or even who you are.

After a little exploration you discover a small hollow

Flashback to the Acorn

AND WE'VE GOT THE DEMO FOR YOU

cube that contains a hologramatic projector. It flickers into action and plays a message that was recorded by yourself - before your memory was wiped clean... You watch yourself explain to you (confusing, isn't it?) about the molecular density gun you invented and how it could measure the density of anything you pointed it at, including a human being. And here's the chilling part: you found that certain people



registered abnormally high molecular densities when you tested the gun at random in the street. These were ordinary looking people - but they could not be human... You knew it. They knew it. And then, unfortunately, they knew that you knew it, so they

erased your memory to stop you from harming their plan to take over the world. Creepy Flashback is a graphical giant, with 681 animation frames for Conrad alone. Don't forget to subscribe to Acorn Action for Flashback and loads more! Further details on page 18.

... BUT THE RACE FOR THE PREMIERSHIP HOTS UP

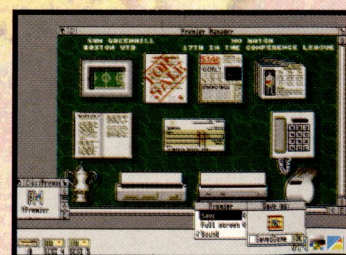


PREMIER MANAGER is the latest title from Gremlin to hit the Acorn platform since Zool wooed us exactly a year ago

After 12 months of umm-ing and arr-ing the big G decided to go for it - and Premier Manager is the second of many promised conversions to the Acorn platform. It's a football management game, so if you're not

heavily into football, like really heavily, as in blue-whale-heavily, then you could be forgiven for thinking Premier Manager was nothing but a bunch of boring lists. In fact, although it is a bunch of lists, it is not at all boring if you get into it. It can be played simultaneously by up to four players and each one begins his or her career as the manager for one of the Conference League teams. By running the club well the team will win matches and success leads straight to the Premier League.

An extra boon for the game - the lack of high-speed action means it runs happily in the Desktop, so you can carry on working while you play. Just imagine! Transfer Ian Wright, write a letter to auntie, sack Eric Cantona, draw a pair of football boots in !Draw, then hire Graham Taylor and watch your team swiftly disintegrate!



'A GAME AS HUGE AS THE GRAND CANYON'



DIGGERS



Choose your Diggers, plan strategies and go for greed in this highly original game of mining mayhem.

Amiga Computing 'Gamer Gold'

"Millennium have created a product that looks and plays like a demon, has great graphics and brilliant sound and is so addictive it should have a warning sticker on it... words simply do not do it justice."

95%

Amiga Format 'Format Gold'

"An extremely addictive game, and the different levels certainly make it worth coming back for more... the possibilities for fun are almost endless."

93%

Amiga Action 'Accolade'

"A totally addictive and stunningly original masterpiece. You'll find yourself totally absorbed in a puzzler to rival even the mighty Lemming series. A game to grow old with."

91%

The Story

You've just arrived on Zarg, you've got one month to mine yourself a fortune. The only problem is which race of unruly diggers you'll choose - to take you on a huge voyage of discovery into the mining labyrinths under the surface of this vast planet.

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- Four races of Diggers, each with special abilities and characteristics
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WARLOCKS

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DIGGERS STRIKE GOLD



The team that created **James Pond** and **James Pond 2** has released an **Acorn** title all by itself.

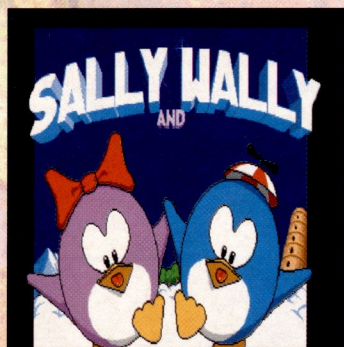
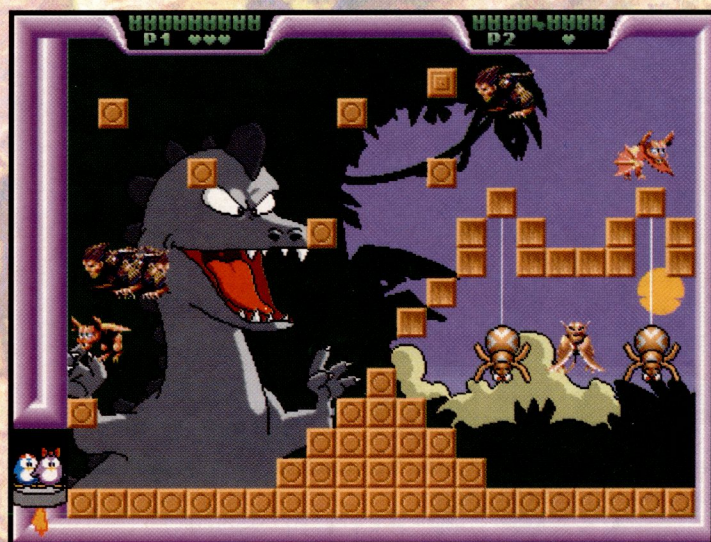
Millennium's Diggers polled top

ratings - up to 95% - when it first came out for the Amiga and inspired the comment: "...so addictive it should have a warning sticker on it".

Diggers is an arcade strategy based around mining on the planet

Zarg for lost treasures. Having just landed on the planet, you have got one month to mine yourself a fortune. The only trouble is which race of unruly diggers to choose - the wrong decision could lead to a mining disaster!

With acclaimed gameplay and some of the best graphics currently available on the Archimedes, Millennium believes Diggers will quickly become a firm favourite among Acorn game players.



ACORN CUTES OUT

'The cutest game of 1994' is the way Oregon has sadly billed its latest release, **SALLY AND WALLY**.

The company, which made its name with the spectacular vertical shoot-em-up

Quark, last year, hopes to launch Sally And Wally at the Harrogate show. S&W is an action platform game that features high quality, colour graphics. All levels take place in a fantasy world which are crammed with strange creatures and many hidden bonuses.

Also scheduled for release over the next few months are US Gold's televisual adaptation of the classic boardgame Scrabble - which comes with loads of letters, a rotating

board and the promise of a velvet bag to put all the bits 'n pieces in and Oregon's Magnetoids - which are just like Asteroids only they're also er magnetic to cause even more havoc.

GAMES CHART



PLATFORM

Chuck Rock	Krisalis
Fervour	Clares
James Pond	Krisalis
James Pond 2: Robocod	Gamesware
KV	High Risc
Magic Pockets	Renegade
Nebulus	Krisalis
Pacmania	Krisalis
Phaethon	System Interrupt
Sylvia Layne	Fourth Dimension
Top Banana	Superior Software
Twin World	Cygnus
Zool	Gremlin

Acorn Action's unique at-a-glance guide to all the games currently available for the Acorn - from Platforms to Arcade Action

If it's not here, it's not available!



STRATEGY

Bambuzle	Arxe
Battle Chess	Krisalis
Card Mania	CIS
Chess	David Pilling
Crystal Maze	Sherston
Cyber Chess	Fourth Dimension
Dreadnoughts	Turcan
Family Favourites	Minerva
Heimdall	Krisalis
Hero Quest	Krisalis
Mah-Jong Europe	CIS
Mah-Jong Patience	CIS
Master Break	Superior Software
Omar Shariff's Bridge	Krisalis
Pipemania	Krisalis
Populous	Krisalis
Revelation	Krisalis
Sim City	Krisalis
Tactic	Eterna
Tower of Babel	Cygnus
Trivial Pursuit	Domark
Waterloo	Turcan
Worldscape	Eclipse



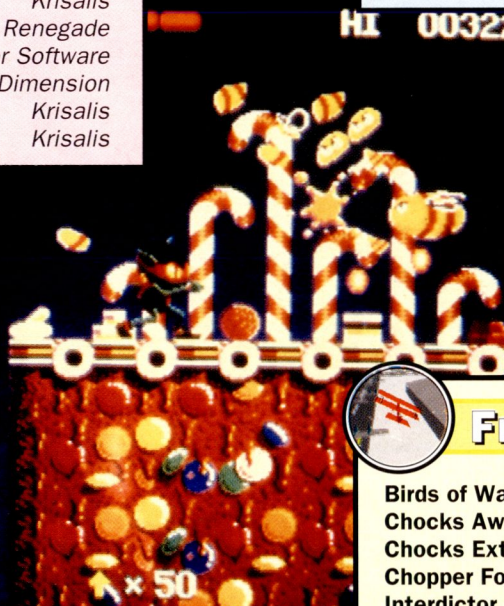
SPORT SIMS

All In Boxing	Alien Images
Arcade Soccer	Fourth Dimension
Break 147 & Superpool	Fourth Dimension
Holed Out	Fourth Dimension
Jahangir Khan Squash	Krisalis
Manchester United	Krisalis
Manchester United Europe	Krisalis
Microdrive	CIS
Olympics	Fourth Dimension
Premier Manager	Gremlin
Quest for Gold	Krisalis
Sensible Soccer	Renegade
Superior Golf	Superior Software
Virtual Golf	Fourth Dimension
World Champ Boxing Man.	Krisalis
World Class Leaderboard	Krisalis



SHOOT-EM-UP

Aggressor	Matt Black
Aggressor Macho Edition	Matt Black
Alerion	Alien Images
Alien Invasion	Alien Images
Apocalypse	Fourth Dimension
Blitz	Arxe
Blowpipe	Eclipse
Enter the Realm	Fourth Dimension
Kaptain Conflict	Caldergen
Killer Bugs	CIS
Nevryon	Fourth Dimension
Quark	Oregon
Quazer	Fourth Dimension
Spheres of Chaos	Matt Black
Swiv	Krisalis
Technodream	Superior Software
Xenon 2	Gamesware
Zelanites	Micropower



FLIGHT SIMS

Birds of War	Fourth Dimension
Chocks Away	Fourth Dimension
Chocks Extra Missions	Fourth Dimension
Chopper Force	Fourth Dimension
Interdictor	Clares
Interdictor 2	Clares
MiG-29 Fulcrum	Domark
MiG-29 M Fulcrum	Domark



ARCADE ADVENTURE

Aliped	Alien Images
Carnage Inc.	Fourth Dimension
Colony Rescue	Alien Images
Cyborg	Alpine
Cycloids	Gamesware
Demon's Lair	Fourth Dimension
The Dungeon	Fourth Dimension
Ego	Superior Software
Fred	Gamesware
Gods	Krisalis
Hoverbod	Minerva
Ibix The Viking	Minerva
Ixion	Software 42/Gamesware
Mad Professor Mariarti	Krisalis
Man At Arms	Fourth Dimension
Pandora's Box	Fourth Dimension
Pysanki	Fourth Dimension
Repton 3	Superior Software
Terramex	Krisalis
Thundermonk	Minerva
Warlocks	Network 23



ADVENTURE

Acheton	Topologika
Avon	Topologika
Corruption	Magnetic Scrolls/Virgin
Countdown to Doom	Topologika
Haunted House	Fourth Dimension
Herazin	Topologika
Kingdom of Hamil	Topologika
Last Days of Doom	Topologika
Murdac	Topologika
Philosopher's Quest	Topologika
Return to Doom	Topologika
Simon the Sorcerer	Gamesware
Spy Snatcher	Topologika
The Wimp Game	Fourth Dimension



CAR RACING

Chequered Flag	CIS
E-Type	Fourth Dimension
Lotus Turbo Challenge 2	Krisalis
Powerband	Fourth Dimension
Saloon Cars	Fourth Dimension
Saloon Cars Deluxe	Fourth Dimension
Stunt Racer 2000	Fourth Dimension



ARCADE STRATEGY

Air Supremacy	Superior Software
Aldebaran	Arc Angels
Axis	Power Station
Black Angel	Fourth Dimension
Boogie Buggy	Fourth Dimension
Bug Hunter	Minerva
Bug Hunter in Space	Minerva
Cataclysm	Fourth Dimension
Conqueror	Superior Software
Diggers	Millennium
Elite	Hybrid
Galactic Dan	Fourth Dimension
Guile	Dream
Iron Lord	Cygnus
Karma	Pèriscope
Lemmings	Krisalis
Lemmings 2	Krisalis
Oh No! More Lemmings!	Krisalis
Pesky Muskrats	Coin-Age
Small	Virgo
Starch	Alien Images



ARCADE ACTION

2067 B.C.	Oregon
Arcade 3	Clares
Arcade Games Creator	Alpine
Arc Pinball	Superior Software
Ballarena	Eterna
Battle Tank	Minerva
Blood Sport	Matt Black
Caverns	Minerva
Dragonball	TBA Software
Drop Ship	Fourth Dimension
Fireball 2	CIS
Freddy's Folly	Minerva
Gribby's Day Out	Coin Age
Grievous Bodily 'Arm	Fourth Dimension
Hostages	Superior Software
Humanoids	CIS
Inertia	Fourth Dimension
Last Ninja	Superior Software
Jet Fighter	Minerva
Kerbang	Eterna
Missile Control	Minerva
Orion	Minerva
Overload	Clares
Poizone	Eterna
Paradroid 2000	Coin Age
Redshift	Minerva
Robotix	CIS
Serpents	CIS
Worra Battle	CDS
Zarch	Superior Software

GAME SCENE



PLATFORM

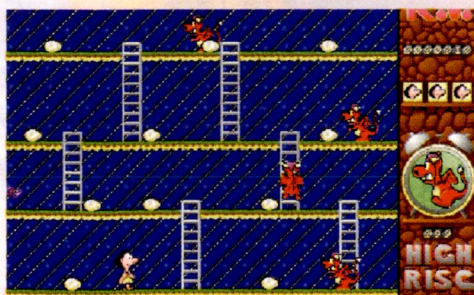
Zool may be the ultimate platform game but Zool himself, the ninja from the nth dimension, can't be everything to everyone.

He's already under enough pressure to be the Acorn's answer to Sonic the Hedgehog and coupled with the fact that, as an insect, he is surely missing a couple of legs, he's managed pretty well really. But despite his amazing achievements, at the end of the day poor old Zool just can't get his little vocal chords to growl 'Unga Bunga!' no matter how tightly he wears his exoskeleton, whereas Chuck Rock, hero of the cavemen, can. And knowing some of the weirdos in this world, that can make all the difference.



Chuck has character too, with a big beer belly and an extraordinary ability to pick up large rocks and chuck them at pre-historic bad guys.

Now for some fast-paced tips for the platform fan: Avoid Sylvia Layne unless you're into cardboard cutouts from the back of Kellogg's boxes; KV is a budget title so it's sub-quality but cheap; and has the bonus of being incredibly strange to boot.



Top Banana is best played in a psychedelic mood, not to be confused with the taking of illegal narcotic substances, which of course is neither big, nor clever, nor necessary.. man.

And to correct another popular misconception, Twin World is not anything to do with finding out who killed Laura Palmer.



On a sales basis, James Pond and James Pond 2, are high on the games buyer's list and Magic Pockets isn't too far behind. The James Pond series follows the fortunes of an incredibly cuter-than-average goldfish who carries a bubble gun and is afraid of nothing and nobody.

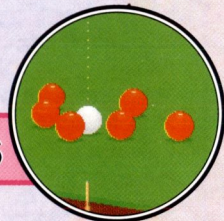
The pair are especially popular with the younger generation because they are so easy to play and some extra levels for James Pond 2 are on the way, available as an upgrade or to buy new - soon!

If you're the unconventional type, try Fervour or Phaethon for a game with an unusual sort of platform - one that winds its way like a country lane through space. You pilot a small sphere for as long as possible without falling off the edge or down the potholes! Fervour came out first but Phaethon is miles better. Finally, if you want to see what a crazy rabbit running round a tower looks like, check out Nebulus...

Ever wondered what the hell's going on? Well don't. Simply use Acorn Action's carefully compiled GameScene guide to help discover which games are great and which get the boot.

The choice is wide here, it's mainly good quality merchandise and you can choose any sport in the whole wide world as long as it is golf, football, snooker, golf, squash, golf, boxing or golf. And if that wasn't enough there are a few olympic events thrown in for good measure.

SPORT SIMS



Starting from the first tee, then, there are no less than five different golf simulations for the Acorn, which to be honest is really hard to understand. I mean, what kind of cool, young trend-setter thinks it is hip to sit at home and play golf?



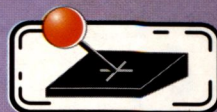
It can hardly do much for your street cred, surely. Anyway, if you're even vaguely interested in which fares best, listen up.

Forget Holed Out and forget Leaderboard, they're both as old as the hills and are

completely dated by newer and squealingly-exciting developments in computer golfing technology. Forget Microdrive, which was the best until recently and don't bother with Superior Golf unless you want to save money - it's the best value, coming with built-in course designer that doesn't exist, or costs extra, for other golf games. Basically then, you want Virtual Golf!

Now get out on the streets and do something hip... Football games: again, big decisions to be made, but luckily the offerings fall neatly into two camps - football management and football action! The latest, and best, of the latter type is Sensible Soccer from Renegade, described in more detail on the Super League pages.





Arcade Soccer is several years old now and lacks panache but is still good for a laugh, though it hardly compares to Sensible. The latest football management game is Premier Manager from Gremlin, which should be on general release by now, although we've had a preview copy at the office for ages though, nah-nah-na-nah-nah!

If you can't make your mind up between management and action then go for Manchester United Europe - it has both!



Right, moving on - squash... well, there's only one squash game and it's not exactly terrific but what choice have you got, assuming you feel a genuine

need to play squash on your computer, which, frankly, nobody we've ever met does!

Speaking Olympically for a moment, don't bother with The Olympics, go for Quest for Gold instead. It's five athletic events have large digitised athletes running, jumping and throwing, looking much like they do on TV! It's amazing what technology can do these days, isn't it?

Finally on the sporting front, Break 147 & Superpool can't be recommended strongly enough as a superb snooker or pool simulation.



Swiv, that's the answer. Nothing else is as perfect, as pure, as elegant, or as destructive.

Nothing else has quite the same capacity for deeply felt satisfaction, of extreme machoness and superiority of character, than Swiv for blasting through a metallic flock of futuristic enemies with a souped-up, five-way laser cannon. The joy, the rapture, the pleasure, it simply can't be beaten (you'll be beaten if you don't get on with it - Ed).



Technodream, moving swiftly on, is second best. The sequel to the excellent Nevryon - both of which are horizontally scrolling R-Type clones - has more explosions per square foot than a fireworks factory hit incidentally by an Inter-Continental Ballistic Missile. Swiv and Technodream both support two player modes but at least in Technodream both players stand reasonably equal chances of dying horribly - player two in Swiv gets the jeep and doesn't have a hope!

Other vertically scrolling shoot-em-ups include Xenon 2 and Quark but although Xenon 2 has the fame - it was programmed by the Bitmap Brothers - it is substandard to both Quark and Swiv.

Another contender on the horizontally scrolling scene is Blowpipe but although it's a good game there's so many alternatives to choose from and Blowpipe wouldn't be my first choice.



Two other scrollies - Alerion and Quazer - are just too old and decrepit, don't bother. One of the most

addictive shoot-em-ups for the Acorn at the moment is Spheres of Chaos, a blast from the past, so to speak - based on the Asteroids game from the arcades and early Acorn days. Doesn't sound hot enough? Well, it's just been updated and Sky TV wants to use it for the new series of its Gamesworld programme on weekdays - now are you convinced?

Another sort of shoot-em-up is Blitz, the pop-the-bubbles game based on the classic Pang from the arcades. Blitz is one or two player and the aim is to fire spikes up at bouncing bubbles to burst them before they hit you. You may scoff and say that you wouldn't mind if a silly bubble did hit you but wait till you see these things: some are about six times your size, so I wouldn't be so hasty to smirk if I were you. Hmmm.



SHOOT-EM-UP

PS, avoid Kaptain Konflikt at all costs. Aggressor's crap too in case you were wondering. Have fun!



STRATEGY

Judging by sales figures, strategy games are preferred to action games by a majority of Acorn gamers. So what have we got?

For chess buffs, the choice is easy depending on what you're after. A straightforward session with everything configured just the way you like it? With no problems and a chess manual packed with tips and advice, including the rules of the game? Then pick Cyber Chess, now reduced in price from the phenomenally outrageous fifty smackeroonies to the more affordable £34.95.

Still too much? Then what you need is the cheap and very cheerful David Pilling Chess, written by a man called David Pilling and sold by a company called, er, David Pilling, which will set you back a mere fiver and plays an excellent game.

Finally, if you fancy the idea of injecting a little bit of - or even a hell of a lot of - violence into the game to liven things up, then you'll be wanting Battle Chess, you will. 'Take that pawn' takes on a whole new meaning as a knight strides in to lop off the poor little guy's head and pitched battles are fought all over the board!

For the role-playing game enthusiast there's not a great deal on offer but check out Hero Quest, which is a sort of semi-RPG, and the more substantial Heimdall - both from Krisalis.



There are a couple of quiz games on offer if you have some mates round and can't afford to go out for a drink, or if you're just too sad to have any mates and have to stay at home anyway.

Trivial Pursuit goes without saying, and Master Break is your typical pub quiz machine with tricky questions to be answered against the clock, including graphical puzzlers. Of course if you really are stuck alone there's always Mah Jong Patience...



Military historians, there's something in the bag for you too! What on earth was Napoleon playing at, at Waterloo? His tactics were right up the spout, leaving Wellington every chance to dance all over him. So what can you do about it? Get your hands on Waterloo - the game - and replay the famous battle the way you would have fought it.

If you're into naval battles as well, then try Dreadnoughts from the same team. Other recommendations for this category include Populous, Sim City, Pipemania, Bambuzle and Tower of Babel. But avoid Family Favourites, Card Mania and Worldscape - the latter tries awfully hard to be an ecologically right-on 'Sim Planet' but it merely succeeds in being completely crap.



Still bewildered? Then check out the latest on Strategy, Arcade Strategy and Arcade Adventure games as revealed by our specialist team of TV-shackled gamersplayers. Can you hack it?

This is the category for those games where you could try piling aggressively into the enemy and blasting mindlessly away but it wouldn't do you much good.



To get ahead in these titles you'll need that dreaded of all headgear, your thinking cap, to solve a few puzzles... before blasting away as normal!

Take Elite, the classic space game, for example. In this, trading commodities between planets that exhibit varying degrees of hospitality is part shoot-em-up action

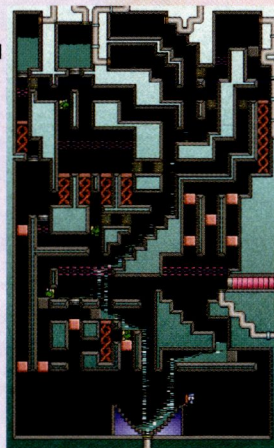
and part financial thriftiness. Brains plus brawn - crikey, the pressure! You can't really go wrong with this category - all the games in it are are worth playing, especially the Lemmings series.

If this business about wearing your thinking cap is really putting you off then you could always check

out Starch - it's mainly arcade action really and not particularly strategic at all. In fact it's only in this category because a certain unmentionable member of the Games Guide team got frustrated when the

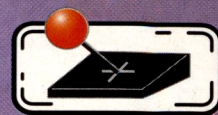
computer player beat him again, so he reckons it's strategic. But we all know it's easy stuff really.

Other recommended titles in this category include Cataclysm, Axis,



ARCADE STRATEGY





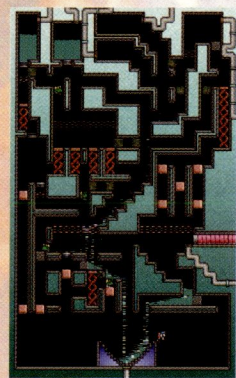
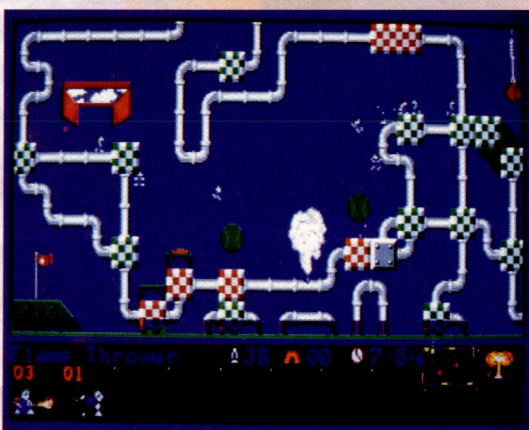
Aldebaran and Conqueror.

Cataclysm is all about water, which floods along corridors and sloshes against closed doors in a spaceship containing your little spaceman. By jetpacking it round, you can open doors, plug gaps and figure out a route for the water to flow towards a big funnel, the aim of each screen. Massively addictive, although graphically the game is tosh but then you don't judge a book by its cover do you? You do?

Oh. Axis is a neat aerial-view tank game with the coolest rotating background you've probably ever seen and good solid graphics and effects.

Aldebaran is a mega-game from a team in Switzerland and combines galaxy hopping in a mother ship - complete with route plotting, planet orbit trajectories and relative time, naturally - with Zarch-style planet surface action in a highly manoeuvrable fighter craft.

Finally, Conqueror is an old dog but it can still bark. Tanks again (you're welcome - Ed) but this time everything's in solid 3D and your role is the commander of a tank battalion in a hilly war zone. You can set each tank a separate target, then hop in any one to control yourself. And out again when things hot up!



Be careful when you choose a game from this category - there are some that will keep you awake for longer than you ever thought possible but many others that will have you reaching for the cyanide tablets after only a couple of minutes.

It's a good sign, then, that the old saying is wrong: the old ones are definitely not the best, so things, as the song goes, can only get better. One exception to this rule is Terramex, the first ever 32-bit arcade adventure, because it's absolutely brilliant, even though hardened adventurers claim it is way too easy.

Terramex is now available on compilation from Krisalis.

Another, er, exception to this rule, we've just remembered, is Mad Professor Mariarti, another early great, featuring a zany boffin whose moronic experiments will leave us all in the lurch unless Mariarti can find a way to shut down his five labs.

However, the most acclaimed title in this category is the mythological Gods, programmed originally by the Bitmap Brothers, and loved to death by arcade adventurers everywhere for its heavy duty gameplay and mean graphics.

Another good one is Pandora's Box, a 3D isometric-style mystery game with magic potions, wizards and stuff like that, but it was recently superseded by an excellent futuristic sequel, Carnage Inc.

One of the best games for the average arcade adventurer is Ixion. Set on a planet some time in the future you get to wander round a 3D town, viewing the world first person,



and explore offices and factories, talking to people you meet. There's even a car you can use to get around town and a pub that serves a deadly pint of snakebite - these two do not go together at all well, by the way.

Another game worthy of recommendation is Warlocks, the first offering from new company Network 23, that has some of the best graphics in any game on an Acorn yet.

ARCADE ADVENTURE

Also worth playing are Ego and Dungeon, but the rest you can safely skip without any fears of missing something.



At least, whatever you do, don't ever buy Aliped - you'd get more entertainment out of a glass goldfish bowl in a dark room containing no goldfish, no water and none of those little coloured pebbles.



GAME SCENE



FLIGHT SIMS

There are three ways to get yourself airborne. You can take the historic option and try your luck in a gentle but deadly, bright red, Tiger Moth biplane in **Chocks Away**. Or, if you prefer supersonic speed, missiles with a high IQ and a really short life span, you'll be wanting a 1990s model, in good nick, like **Interdictor** or **MiG-29**. Or third, you can cover all options and go for the latest in flight sim technology... **Birds of War**.

With 32 different planes - ranging from the cumbersome Sopwith Camel to the outrageously sneaky Stealth bomber - and 192 missions, it's the Acorn's biggest flight sim.

Chronologically, the **Interdictor** sims came out first and it shows, so forget them. **MiG-29** is a brilliantly accurate sim of the famous Soviet jet fighter, the plane which even the US Air Force's bravest and best decided was worth avoiding.

The team who programmed **MiG-29** are all ex-British Aerospace so everything about the jet is accurately modelled to a ridiculously high number of decimal places. Ultimately, though, **MiG-29** gets boring.



Chocks Away on the other hand has far more going on, aircraft carriers to land on and loads more ground detail, plus it has a two player split-screen mode, variable weather conditions and even the amazing 'black box' flight recorder: you can 'tape' your sorties and play them back from any viewpoint, taking over the controls again when you feel like it!

Chocks Away was unrivalled until recently, when **Birds of War** hit the scene. This baby's got everything: choose any war-plane you like from any era; any missile, bomb, rocket or gun installment you can think of, and missions in every trouble spot the world has known this century.



And with detailed animated mission briefings **Birds of War** is simply colossal, there's no two ways about it, but it lacks the charm of **Chocks Away** - not to mention the two-player option - and it sure ain't easy to land these 1990s buckets, I can tell you...



Still racing? Then check out what's going on in the fast 'n furious worlds of Flight Sims, Car Racing, Adventure and Arcade Action. And if the pace is still too slow, go back and start again.

There are two types of speed freak - those who drive to win and those who drive to drive.



If you're driving to drive then, let's face it, you're going to want to have a great big gleaming sports car that does at least 150mph and makes every gorgeous blond in the vicinity get very wild and awfully excited.

In **E-Type**, you get a blond gal in the passenger seat (maybe the Jag belongs to her and she's letting you drive it for the afternoon so you don't get an inferiority complex?) along with long, winding roads, hills, trees and tranquil green countryside. Or the desert backdrop, a snowy scene, a night-time city one and so on. You know the sort of thing.

Lotus Turbo Challenge 2 is the same idea minus the blond, who evidently prefers Jaguars. Graphically, **E-Type** is a bit more colourful and exciting but most Acorn gamers prefer Lotus. Maybe this is because it has a two player split-screen option or perhaps the fact that it is fully joystick compatible gives it the edge.

In its favour, **E-Type** has an optional road designer so you can create some amazing routes.

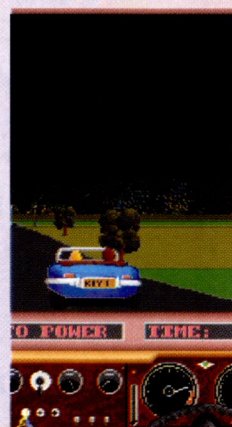
The other sort of driving freak likes a good honest race. In **Stunt Racer** you get an honest race but a bit of

sabotage can be arranged for the right price. For all intents and purposes **Stunt Racer** is based on the arcade spectacular **Hard Drivin'**, with loop-the-loops, jumps and banked corners. **Stunt Racer** is best played two-player and

especially if you happen to have a spare computer lying about - with the serial-linkup option you can connect the two together.

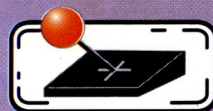
Every time you win a race

you get some dosh to do up your vehicle and **Stunt Racer** has classic arcade feature like nitro boost and turbo power. **Saloon Cars** is the most accurate driving simulator - you really do feel like you're driving along - but **Stunt Racer** is the best racing game on the Acorn.



CAR RACING





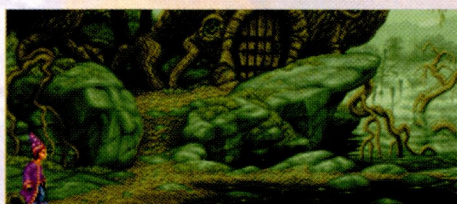
Apart from the latest and most promising adventure game, **Simon the Sorcerer**, the news from this category is: **Oh dear. If you bought an Acorn for the adventure games then you're probably as bitter as a lemon in a barrel of John Smiths because this is one sorely neglected category.**

The best adventures are those from Magnetic Scrolls and the best of the Scrolls adventures were actually ported across to the Acorn platform: Corruption, Guild of Thieves, Jinxter and the greatest of all, Wonderland.

However, there's a reason why most of these don't appear in the Games Guide chart: somebody pushed stop on the disc duplication machine at Magnetic Scrolls a while ago and now no more Acorn copies are available - the only hope is to find a high street stockist somewhere in the vast expanses of Britain that still has a copy or two gathering dust on the top shelf.

But there's no use crying over spilt milk; pick yourselves up, dry your eyes, it's not all bad news. The Fourth Dimension released **Haunted House** last Christmas and it turned out to be its best selling game.

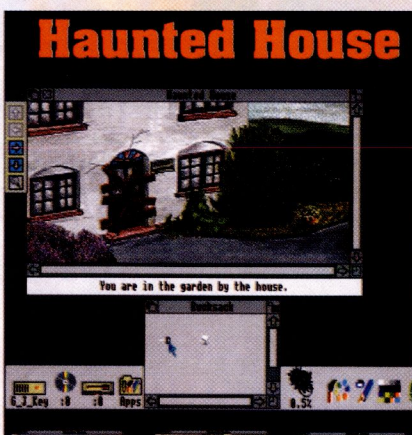
Mouse controlled, **Haunted House** runs in a window in the Desktop environment and has full colour graphics for every location and plenty of sampled sounds.



ADVENTURE

Fourth Dimension released an incarnation of this type of adventure called **The Wimp Game** a few years back but it wasn't a patch on **Haunted**. A series of text adventures, the latest of which is **Spy Snatcher**, is available from Topologika.

Another avenue the serious adventurer might like to explore is the Infocom range, which is a set of about 50 text only adventure games, rated by some as the highest quality adventures ever.



The hurdle is that they were written for the PC, but it's easily jumped if you get hold of the public domain Infocom Interpreter for your Acorn. The Virgin Games Centre sells two compilation volumes called **The Lost Treasures of Infocom 1 and 2** with about 20 adventures on each. So really, there's no much to grumble about after all, is there?

It's a bit of a duff category this, but a large one nonetheless and it contains a few games that would have clocked in quite highly on the chart a few years ago, before the recent influx of hot new titles.

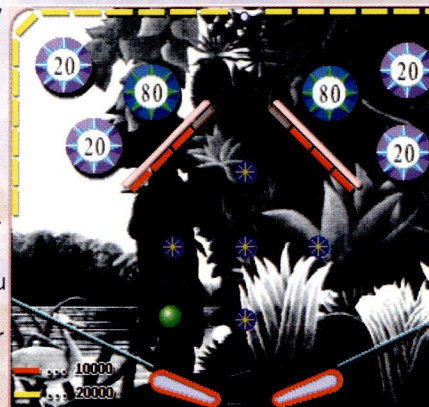
Take **Zarch**, for instance, the first game ever written for the Acorn 32-bit computer, based on the **Lander** demo you get when you buy the computer. **Zarch** takes **Lander** the logical stage further, adding an enemy to be sludged, extra life bonuses, homing missiles and generally everything that makes a good hovering-space-ship-demo-thingy a proper, fully fledged game.

Another action game to check out is the SAS rescue mission - **Hostages** from Superior Software, in which you have to rescue plump, stupid hostages stitched up by a bunch of terrorists in a Paris embassy. It is set across three levels and in each case the idea is to do something massively energetic or destructive, or both, like ducking the sure-shot aim of a sniper or abseiling down the outside of the embassy walls. The third level involves sneaking along carpeted corridors within the building and locating a series of the same 'hostage sprite' in rooms guarded by the evil ones, who can be 'neutralised' with a quick squeeze of the trigger.

Another reasonably addictive title is **Arc Pinball**, a perfectly accurate simulator of life on a pinball machine, bounding and rebounding off flashing

springs and rubber flippers, which is available on a compilation package from Superior Software.

At this point, recommending other games in this category becomes an exercise in barrel scraping because all the good stuff is to be found in other



places. Honestly, you'd be better off turning to another page now, because there's nothing else for you here. Go on, shoo, get lost.



ARCADE ACTION



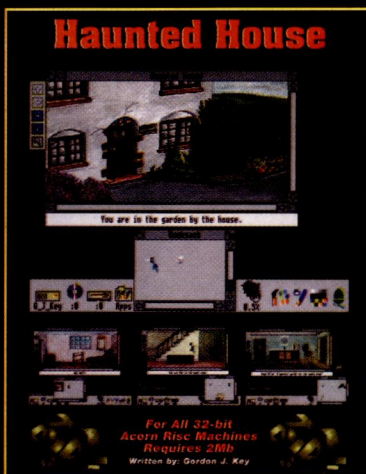
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SUPER LEAGUE

1 LEMMINGS 2

(Krisalis)

The Ministry of Defence has announced the nature of a remarkable new weapon that can neutralise an enemy without causing loss of life, or posing a danger to allied forces.

The breakthrough has been hailed by human rights organisations all around the world. The innovative new weapon can be deployed from a jet plane flying well out of range of enemy fire and is guided to the target zone by a single parachute. It consists of a small cardboard package, at the heart of which is harnessed an amazingly powerful force... Lemmings 2! As soon as the enemy opens the package it has a compulsive urge to start playing the game and once hooked, the weapon overpowers all resistance with considerable ease, rendering the enemy completely inoperative and immobile. They are too busy with the rodents to notice anything else...

It is only after playing Lemmings 2 that you realise that Lemmings left a lot to be desired. The trouble with Lemmings is that although the puzzles are crafty enough, once you've worked out how to complete a screen it can be notoriously difficult to actually finish it off, a lone



uncooperative lemming sometimes being the cause of hours of frustration (and they wonder why we like seeing them get squashed!)

But with Lemmings 2 this problem is overcome by having a storyline behind the 12 tribes and the motivation this provides. Now there are not just a few ways for our furry friends to meet their maker, there are dozens. And if you had trouble getting to grips with eight different lemming jobs in the first game you are in for a nasty shock: now there are 52, and the stupid critters can be found meddling with hang-gliders, flame throwers and even bazookas! What chance is there of saving them! There is more depth to the game now, and with it comes greater danger for all in the vicinity. Lemmings are not just assigned a task and left to carry it out. Mortars and

arrows need to be aimed, else things could go even more terribly wrong than before. The only

danger of Lemmings 2 is that new players will be slightly daunted by the immense range of new tools for the lemmings to break their necks with. But those who have had practice with the original cannot fail to find Lemmings 2 irresistible, and quite right too. Catch lemming fever today!



2 ZOOOL

(Gremlin)

“Zool, the ship is out of control and about to crash land. Have a nice day!” reports Zool’s on-board computer.

“Thanks for the intelligence update,” Zool mutters back as the ship impacts onto the planet’s surface, crashing into a big custard lake. Time for a fast exit. Zool rips straight through the wall in a special ninja manoeuvre and finds himself in Candyland, a million light years from home, with no ship and no chance of rescue. Zool is an intergalactic ninja from the nth dimension and a happening one at that. What that means zoologically is unclear: with four legs, a black exoskeleton, a foldaway pair of wings and green pointy ears, Zool could be anything from a mutilated insect to an unwell Vulcan - or something in between. Cross him, however, and it doesn’t matter which part of his anatomy fascinates you the most because you won’t be around long enough to tell anyone. Ninja-ing his way through six worlds, from sweets and music to vegetables and toys, Zool can collect numerous power-ups and play many a bonus level. And with any number of hidden bonuses and extra lives, all mixed up in the most magnificent graphics, Zool is quite simply the best platform game available.



3 SIMON THE SORCERER

(Gamesware)



Monty Python would have been proud. Here is the 1990s manifestation of his humour in an adventure game with some the best graphics the Acorn has ever seen. Simon is a cockney who likes magic tricks, gets stropky with other characters and wears a purple robe.

With Levis 501’s underneath of course. One day, cocky Simon reads a few passages from a mysterious leather-bound book that was brought to him by a small, yapping puppy. Curious. Anyway, next thing he knows is that he has been magically transported to a strange and faraway land, which he begins to explore, wearing his amazing wizard’s hat. You adventure around by pointing the mouse and clicking where you want Simon to stride - he’s too impatient to walk. Half the game is played like watching a cartoon - you just sit back and enjoy the dialogue. As adventure games go, Simon the Sorcerer is a departure from the usual format and is likely to appeal to a much wider variety of people. On other platforms, it has been acclaimed as the best thing since Monkey Island 2 and it is ready to take the Acorn world by storm. The age of interactive cartoons is here at last!

SUPER LEAGUE

4 GODS

(Krisalis)

It's always been bad news to argue with a god. But fortunately there's no need to, because surely no one would want to argue that Gods is anything but the creme de la creme of the arcade adventure world.

Set in an era of ancient Greek mythology you play some kind of masked hulk who aspires to become one of the gods himself. The magnificent graphics scroll smoothly and our hero moves around effortlessly. Maybe it's the sandals he wears or maybe it's because we know that he will one day become a true god. Or maybe it's because he's a Londoner. Well, he's not, but don't let that cloud your view of the game. Gods. Quite simply, divine!

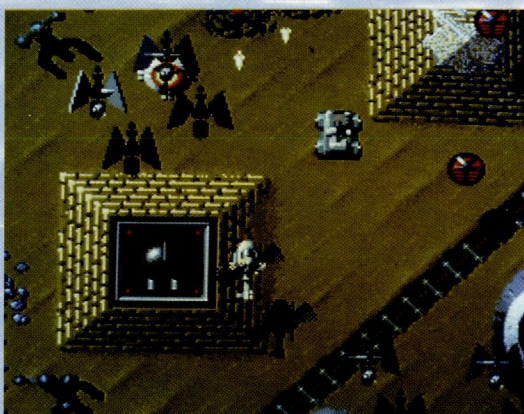


5 SWIV

(Krisalis)

If someone came to you in the street and asked you to name the best shoot-em-up game on the Acorn you'd reply, quick as a flash, 'why, Swiv of course, now get out of the way. I'm going shopping,' wouldn't you?

And you'd be right. Because it is. The very best. Swiv is absolutely no-nonsense, you just whack the fire button and get going, with no spiel about which year it is or why you need to recover a certain what-cha-ma-call-it. Vertically scrolling, Swiv is fast and smooth and the graphics are packed with detail. The landscape scrolls continually throughout the whole game without a pause and the difficulty curve is slight to begin with, giving everyone a chance. It's a really cool, down to earth kinda game and you'd be mad to miss it.



6 SENSIBLE SOCCER

(Renegade)

It's World Cup year, everyone. Hurrah! Will we make it to the quarters, the semis, or - heart flutter, heart flutter - the finals themselves?

Well, not in real life obviously, since we couldn't even make it to first round... but there is an alternative. You're guaranteed to get hooked on this. Sure, there are football games on the Acorn but nothing quite like this. There's all the things you would normally expect in terms of substitutions, oodles of teams and even more oodles of players, and then there's the gameplay itself. Smoothie or what! After a while you forget you're operating the players using the joystick or keys and concentrate on what they're actually doing, or supposed to be doing. From then on, it's those with the football skills against those without.



7 LOTUS TURBO CHALLENGE 2

(Krisalis)

This has been massively popular since its launch two years ago but it is not immediately apparent why. Graphically, E-Type is miles ahead of Lotus and in terms of gameplay, Stunt Racer 2000 is more fun, more sophisticated and more flexible. Perhaps it is because Lotus is easy to play - you can't crash and you only need to step on the pedal and steer to get the rubber burning.



8 BIRDS OF WAR

(Fourth Dimension)

The surprising thing about Birds of War is who programmed it: John Whigham, author of two nonentity games half a decade ago.

Well, he certainly improved! Birds of War is the ultimate flight sim, covering 32 planes and 192 missions. At first, it seemed impossible to fly, and it is not recommended for beginners, but given a dash of patience it turns out to be the most exciting sim there's ever bin! Buy.



9 CHOCKS AWAY EXTRA MISSIONS

(Fourth Dimension)

If you're not into flights sims then categorise this differently: call it arcade action, call it shoot-em-up, you could even call it strategy but whatever you call it, at least play it.

A very stupid monkey could manage to get the Chocks Away Tiger Moth airborne, it's that simple. There aren't more controls than you've got fingers and toes and there are no complicated homing missiles or clever retractable landing gear.



10 DIGGERS

(Millennium)

Although it's brand new, Diggers was quick to yield its great powers of addiction when it arrived with the Games Guide panel. It's an arcade strategy game along the lines of Lemmings and the idea is to mine for treasure on the planet Zarg and make lots and lots of money. The tricky bit is deciding which weirdo alien race of diggers to choose..



11 LEMMINGS

(Krisalis)

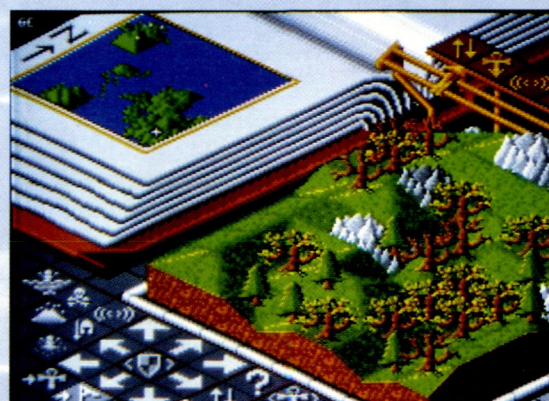
The word 'Lemmings' has become a part of the English language. However, these days it no longer refers to the poor, misguided rodents who are prone to panic and famous for their death-marches into the sea. Now it refers to phenomenally stupid little green-haired morons that wear blue dungarees and carry a permanent death wish wherever they roam. There are many other arcade strategy games but none of them are, er, called Lemmings.



12 POPULOUS

(Krisalis)

Close your eyes and try to imagine a cross between Sim City and Lemmings, taking the god-like qualities and planning aspects of Sim City and combining the cute personalities of those which fall under your control in Lemmings. Now, unless something's gone horribly wrong, what you can see in your head should look something like Populous. It is about a battle for followers between good and bad people.



SUPER LEAGUE

0:30.7

Rick S

13 STUNT RACER 2000

Fourth Dimension

To put it simply, *Stunt Racer 2000* is the most fun you'll ever have on four wheels - short of sprinkling itching powder on the seats of four uni-cyclists. Principally, it's a racing game so the object is to qualify and then race but its stunts - from loop-the-loops to long jumps - mark it out as one of the best driving games the Acorn world has ever known.

14 SIM CITY

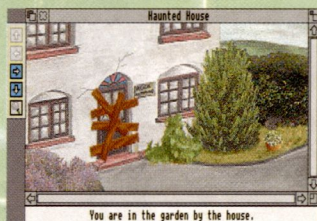
(Krisalis)

It normally takes about three or four goes before the would-be honest mayor realises that the best way to run a *Sim City* town is to be as deceitful and immoral as possible. Bulldoze someone's dream home and sting your citizens for as much tax as you can get.

15 HAUNTED HOUSE

(Fourth Dimension)

Clearing an old house of antiques sounds like an easy way to make a quick quid until the ghost in the living room starts being awkward. An excellent adventure game that's difficult to complete as well as being good looking, intelligent and great fun to be with.



16 TECHNODREAM

(Superior Software)

Technodream, the one/two player horizontal shoot-em-up is visually stunning. We would like to describe the amazingly detailed and colourful scenery that we're busy flying over, shooting, bombing, blowing up and smashing into - but we can't because we're too busy flying over, shooting, bombing, blowing up and smashing into it.

17 ELITE

(Hybrid)

How many times has a game been described as 'a bit like *Elite*'? Or how many times have you said 'well, it's not as good as *Elite*'? Don't you see - this game is a classic, an icon of our time. Wait till the grandchildren hear about it! (Only joking, mum!)



18 CHUCK ROCK

(Krisalis)

Chuck drinks too much beer, has a belly with an attitude, and can't be bothered to shave. But then again, his prehistoric adventures make a stonker of a platform game and it's hard not to laugh when the diplodocus craps on his head, so maybe we'll let him off.



19 SALOON CARS DELUXE

(Fourth Dimension)

As a simulation this is so much like driving the real thing you could take your test in it. The bouncing windscreen effect as you race along is superb. As a game, *Saloon Cars* is very difficult and winning a race is a lot like passing your test - nigh on impossible.



20 JAMES POND 2: ROBOCOD

(Gamesware)

You might think that being a goldfish was a distinct disadvantage for a special agent in the dangerous world of espionage, but you would of course be wrong and that would be your downfall. But... how does he keep his Martinis dry?



24 ACORN ACTION

21 MAGIC POCKETS

(Renegade)

The Bitmap Kid has been gifted with bottomless pockets but a number of his toys have been lost in them and can only be retrieved by exploring the Magic Pockets world, destroying nasties and making sure the creepy crawlies don't get them first. Top notch arcade adventure from the Bitmap Brothers.



22 CATACLYSM

(Fourth Dimension)

The graphics are trash but then it's a bit like the really stinking rich revellers in London's West End: they dress up in casuals, drive a tatty car and dance at the Tramp club. Sometimes, it's just cool to have the downmarket look.



23 IXION

(Gamesware)

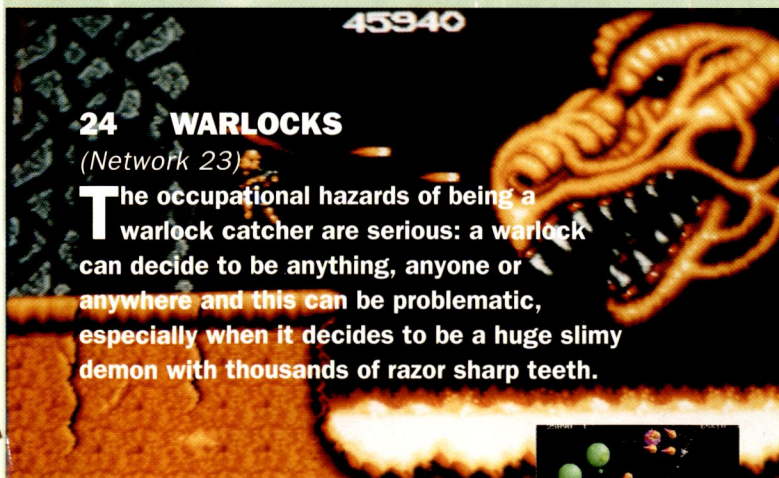
Explore Ixion-town on foot, in the car or just stay in the pub and try chatting up the other customer after a pint of an excessively potent beverage. But don't drive afterwards, or visit the nuclear power station, if you want to remain alive.



24 WARLOCKS

(Network 23)

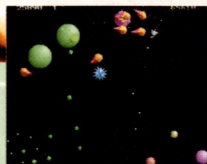
The occupational hazards of being a warlock catcher are serious: a warlock can decide to be anything, anyone or anywhere and this can be problematic, especially when it decides to be a huge slimy demon with thousands of razor sharp teeth.



25 SPHERES OF CHAOS

(Matt Black)

If you've ever wondered how many hands you could squeeze on your keyboard at once, the latest version of Spheres of Chaos offers the challenge: up to eight players means 16 hands, or 80 fingers and yes, it is just possible. Just! And that's the easy part.



26 CRYSTAL MAZE

(Sherston)

The cult Channel 4 maze game touched down on the Acorn games market last Christmas and has been one of the highest selling titles over the last few months. But the raucous Richard O'Brien is conspicuous by his absence.



27 BATTLE CHESS

(Krisalis)

There's only one thing funnier than watching the realisation spread across a dweeby little pawn's face that his master has just sacrificed him to his opponent. And this is when he is about to be taken by a colossal great ogre of a rook and he actually tries to fight back! Oh, the tears of laughter as the little one gets swallowed whole. Ha, ha, ha! (You're sick - Ed.)



28 BREAK 147 & SUPERPOOL

(Fourth Dimension)

Playing this is definitely a way to practice you pool shots, it's that perfect. Imagine the potential here... down the pub, trying to impress the stunner at the bar with your table skills. With Superpool-practice the night before you'd be well away!



29 PANDORA'S BOX

(Fourth Dimension)

An arcade adventure, this is set in the times when you had Merlin the sorcerer to cast spells and mix magic potions. The game is viewed isometrically - diagonally from above - and has some of the best graphics available for the machine.



30 MiG-29 FULCRUM

(Domark)

Be a Rusky for the day and hop into the most powerful jet fighter in the world. Radar-guided missiles, volleys of rockets, smooth - very smooth - motion made MiG-29 the best flight sim on the Acorn till Birds of War showed up.

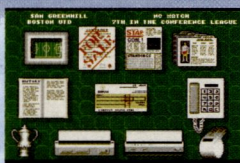


SUPER LEAGUE

31 PREMIER MANAGER

(Gremlin)

You have to be crazy about football to get through more than five minutes of this - to the untrained eye it's about as interesting as dried custard. But in football terms it's great - you can do everything a squad manager can do.



32 HEIMDALL

(Krisalis)

When you agreed to help Thor retrieve his stolen hammer you didn't know you were going to have to grapple with slippery pigs and chuck axes at tethered maidens. The trouble is, Thor is a rather aggressive god and doesn't respond kindly to quitters.



33 NEVRYON

(Fourth Dimension)

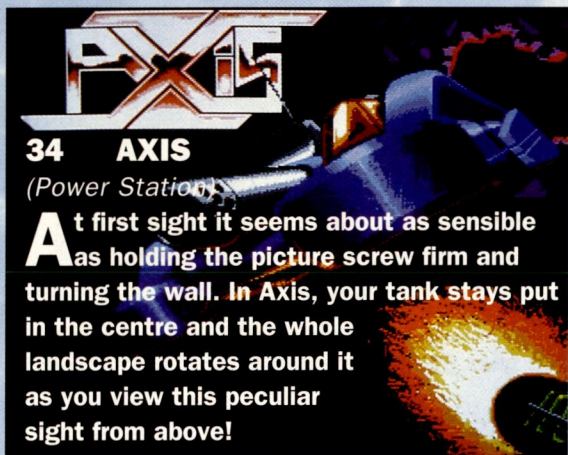
If ever there was a more shooty shoot-em-up, with more destructive devastation, a more excessively explosive, or a more ferocious, fire-blazed, frenzied, er, frightening... um, fmg (yeeeeeeess? - Ed) then I'd, er, I'd like to see it. Phew!



34 AXIS

(Power Station)

At first sight it seems about as sensible as holding the picture screw firm and turning the wall. In Axis, your tank stays put in the centre and the whole landscape rotates around it as you view this peculiar sight from above!



35 QUARK

(Oregon)

To understand why Quark manages to keep its head, while all around are losing theirs, you really need to play it and that's why we recommend you arrive at least an hour before departure, while stocks last... (You're fired - Ed.)

26 ACORN ACTION

36 MAD PROFESSOR MARIARTI

(Krisalis)

What is the point of scientists? I mean they sit in their labs all day and all night, neglecting their families and their dogs, peering endlessly through a microscope watching something that generally wiggles. I ask you, why? Why! WHY!



37 JAMES POND

(Krisalis)

The most appealing thing about James Pond is the way you can saunter up fresh to it all, press a button and instantly get involved. (Now, if the scientists could invent something that had this effect on members of the opposite sex I'd think differently of them!)



38 CARNAGE INC.

(Fourth Dimension)

In this futuristic sequel to Pandora's Box, Earth is ruled by a bunch of peace-loving hippies who have solved all the world's problems by abolishing violence. Oh, what a good idea, it's bound to work. Not. An excellent isometric arcade adventure.



39 BLACK ANGEL

(Fourth Dimension)

Luckily, not everyone believes what they read in five billion year old religious scripts. The ones that do head off in their spacecraft to locate an ancient civilisation that can travel faster than light. Leave 'em to it, I say...



40 E-TYPE

(Fourth Dimension)

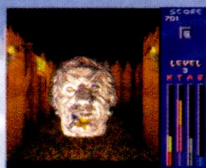
Gliding through the countryside at very illegal speeds is fine until you meet a policeman. Uh, oh, that's three points off the licence, a fine, court appearance, court costs, the shame of it all, you get grounded by your folks, even your cat can't bear to look you in the eye... Luckily, E-Type is only a game: you can simply run the policeman over! Ha, ha!



41 SMALL

(Virgo)

If you've been watching the Bupa adverts you'll know that 'you're amazing'. But did you know that your mind is inhabited by spiders, acid blobs and huge staring eyes? I think not. So a trek through the corridors of thought is bound to be revealing!



42 PHAETHON

(System Interrupt)

The name of this completely unpronounceable game is to do what its Fervour and grand-Fervours did before and race along a sharp, winding space track in a small metal orb without falling off. But all in all, Phaethon is much better.



43 VIRTUAL GOLF

(Fourth Dimension)

This is as close as you'll get to the real thing. The larger-than-life golfer is digitised from what looks like Nick Faldo himself in every position of the proverbial swing and you control him directly by sweeping the mouse across the desk.



44 CHOPPER FORCE

(Fourth Dimension)

It's a strange game, this. It's as though they started programming a helicopter sim and then realised that flying a helicopter is actually really difficult so they bolted a jet engine on the back! Well, that's what it seems like to me, anyway.



45 THE DUNGEON

(Fourth Dimension)

So easy to enter, so hard to leave. Four adventurers get sucked into a huge bewildering underground prison and need your help to find the way back to the top. Giant rats have a field day at your expense, but you've got the magic potions!



46 TERRAMEX

(Krisalis)

The novel thing about this classic arcade adventure is that you can be almost any character - from a dodderly old colonel to a Japanese tourist complete with camera. Easier than most, Terramex is still virtually impossible without the infinite lives cheat.



47 MANCHESTER UNITED EUROPE

(Krisalis)

With Man Utd doing so well at the moment Krisalis would do well to update the squad names and re-release this. Although the footie's not as smooth as Sensible Soccer and the management section's not as sophisticated as Premier Manager, Man Utd has both.



48 CONQUEROR

(Superior Software)

It's got one or two bugs in it, it speeds up if you play it on a faster machine and it gets a little monotonous after a while but Conqueror has got a lot of staying power, being a sound combination of simple action and straightforward strategy.



49 GALACTIC DAN

(Fourth Dimension)

If running through a big multi-coloured maze, leaping around maniacally and dodging large crusty spiders appeals to you then we suggest you see a doctor, fast. Galactic Dan ignored our advice and now he's in the maze trying to rescue big blue skittles he calls his friends. They have been 'taken hostage'. You have been warned!



50 PIPEMANIA

(Krisalis)

The best thing about this is that it's so amazingly simple to play, but tricky to do well. You play the part of a plumber sent to fix a leak - and end up running a manic race against the clock to construct 'flooze' pipes that are flooze-tight.





AGE OF THE MEGAGAME

If this was a review of the PC or Amiga version of *Simon the Sorcerer*, writing it would be considerably simpler.

I could fill inches of column space with numerous comparisons to blockbuster games such as *The Secret of Monkey Island* and its sequel, LeChuck's *Revenge*, *Day of the Tentacle*, *Indiana Jones* and the *Fate of Atlantis*, and other American classics emanating mainly from the LucasArts stable, and almost everyone would know what I was talking about.

None of these games are available for the Arc however, so comparisons won't be very useful. I mean who really cares if *Curse of Enchantia* was confusing or if *Day of the Tentacle* looked nice but was too easy?

Simon the Sorcerer, written by Adventure Soft and ported to the Arc by GamesWare, is the first real graphical adventure for the Arc. There's nothing to compare it with. It is taking us into a new era - the Age of the Megagame!

TROY HAMILTON ENTERS THE MAGICAL MYSTICAL WORLD OF

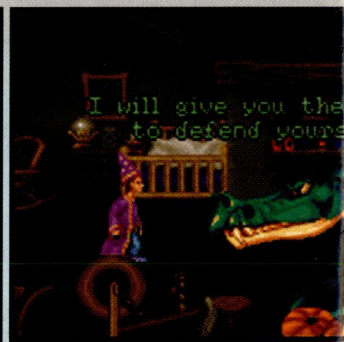


Simon's doorstep together with a mysterious leather-bound book in a foreign tongue.

Simon, inquisitive lad that he is, attempts to read a page of 'the book in the foreign tongue', and quite remarkably creates a Red Dwarf-style stasis leak to an

alternative reality. Guess what happens next? Puppy jumps through, and Simon, looking for a bit of excitement, grabs his walkman and jumps through as well, only to land smack bang in the centre of Tolkien's Middle Earth - a Goblin's cooking pot to be precise - and discover that the stasis leak was a one-way affair! Whoops! Not exactly backstage at a Madonna concert, but a hell of a lot more entertaining!

The puppy turns out not to be homeless and impoverished after all, but the pet dog of the good wizard Calypso, who is, by-the-by, in desperate need of help. By this time Simon is suffering from a severe case of culture shock - you'd also be if you were about to be turned into a tasty casserole - so puppy comes to the rescue, chases off the goblins and guides you to his master's house. Here you discover that Calypso has been kidnapped by the evil



WHO IS SIMON THE SORCERER?

Simon is your average 14-year-old, late 20th Century, English boy. In common with all other 14-year-old English boys he dreams of becoming a powerful wizard and conjuring up backstage passes to every Madonna concert worldwide. Considering that dreams have an irritating tendency to remain just dreams, it therefore comes as quite a surprise when a homeless and impoverished puppy arrives on

shapeshifter Saudid, the Dark Army is sweeping across the land, and the future of Middle Earth rests solely on your shoulders - a pretty hefty responsibility.



WHOSE FANTASY IS IT ANYWAY?

If you're thinking that all this sounds a tad familiar, you'd be absolutely right. It's classic C.S. Lewis, J.R. Tolkien, Lewis Carroll and Terry Pratchett fantasy adventure territory. *Simon the Sorcerer* borrows liberally, and very effectively, from just about every



fairy and fantasy tale around, and spotting both the obvious and obscure origins of the multitude of characters and puzzles is an entertaining exercise in its own right.

A socialist troll gives the Billy Goats Gruff parable a wonderful breath of life when it goes on strike, complete with placard, because it's not allowed to eat the goat - if you want to cross the bridge you'll have to find a goat-substitute; the witch's house from Hanzel and Gretel puts in an appearance, but the door's made from chocolate truffle instead of common-old-garden sweets; an Alice in Wonderland shrinking sequence takes place in the Tower of Doom; you might just find some beans that will grow into a beanstalk; and a magic ring that makes the wearer invisible can be obtained from a very familiar creature.

There are over one hundred locations to explore in Simon the Sorcerer before reaching the Fiery Pits of Rondor for the final showdown with Saudid, and on the way you're going to have to solve a myriad of puzzles as you come into contact with an assortment of characters including dragons, giants, trolls, werefrogs, swamplings and two-headed shopkeepers. Methinks a certain Zaphod B. may have been the inspiration for this one!

The adventure game of the 90's is a very graphical affair - more like taking part in a cartoon than reading a book. *Simon the Sorcerer*, like most other graphical adventure games, uses a very easy-to-use point and click control system. Moving around each scene is achieved by clicking on the 'Walk to' verb in the bottom-left of the screen, and then clicking on the part of the scene graphic, in the main body of the screen, that you want to walk to. If you see something that you want to pick up, click on 'Pick up' and then on the object. Simon bends down, picks up the item, removes his

magic hat, places the item inside the hat, and puts it back on his head. Everything you carry is stored in the hat, the contents of which are displayed in the bottom-right of the screen. As the hat can contain an unlimited number of items, a set of arrows to the right of the inventory allows you to scroll through it.

An invaluable aid in travelling around the land is the map which is filled in as you visit new locations. Once a location is displayed on the map, you can return to it at any time and from any place, as long as you're not an involuntary guest at a troll dungeon, by simply clicking on the location. With certain puzzles necessitating visits to thirty or forty different locations, the map plays a vital role in the game.



ON THE MOVE

Long gone are the days when adventure games consisted of screenfuls of text and a prompt at which you typed commands such as 'go north', 'give bone to dog', and 'search room'. Gone too are the days when they consisted of half a screenful of text, a pretty picture, and the same prompt where you typed the same commands.

Don't expect to be in for an easy time as far as the puzzles are concerned. Mr Spock has ensured that they're all totally logical, but this hasn't prevented them from being complex, convoluted and highly interwoven. There are a couple of nice-and-easy linear 'give x to y' problems, but any game that takes an hour to complete even when you know the entire solution must have several cunning tricks up its sleeve!



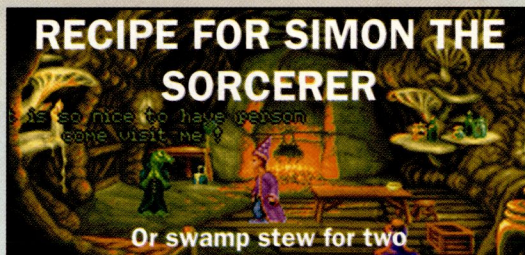
THE MAKING OF THE GAME

Developed on the PC, Simon the Sorcerer is the result of forty man months of creativity. Following the same process used in the creation of most animated feature films, the storyline and text conversations between the principle characters were written first.

The five artists then used this information to design and sketch all the characters and backgrounds using conventional pen and paper, and these were then scanned into a PC using an ordinary hand scanner. The resulting black and white images were retouched and coloured in Autodesk Animator Pro. The final 256 colour results have to be seen to be believed.

Complementing the exceptional backgrounds is character animation which is out of this world. Simon's confident 'strut' consists of eighty different frames - when he gets bored he whips out his walkman out of his magical hat and waits impatiently, Zool-style, until told what to do.

In one scene (at the Swampling's house) in which the last remaining Swampling in Middle Earth is attempting to get Simon to eat some delicious swamp stew, there are over one thousand frames of animation, which for a game is absolutely extraordinary!



Ingredients

Loads of twisted fairy tales
Monty Python and Tony Hancock's British humour
J.R.Tolkien and Terry Pratchett for Middle Earth fantasy
The Neverending Story and Labyrinth for film tie-ins
Walt Disney-style animation
14-year-old English boy with Attitude, Levi's and Walkman
Two large beetles - don't use Ringo, he's always busy!
Dragons, giants, trolls, werefrogs, swamplings, and two-headed shopkeepers
Five talented artists and an exceptional development team
Add, while stirring slowly, a captivating atmospheric soundtrack that changes with mood and location
One bucket of Swamp Mud - must be cold and wet

Method

Mix everything together on several 800K discs or a shiny CD-ROM, sprinkle with magic, and place in a pre-heated Archimedes with at least 1Mb RAM and optional hard drive.
Will feed large family for months and months.
Excellent value at only £39.99 inc. VAT.

To give every scene more depth, multiple masks are employed to enable the various characters to move in front and behind sections of the scenery.

And if stunning graphics and animation aren't enough to satisfy you, Simon the Sorcerer also has a funky background soundtrack that changes according to the location, as well as all the necessary atmospheric sound effects.

All of these features were linked together using Adventure Soft's in-house development system, AGOS (Adventure Game Operating System). This

'construction kit' is in essence a powerful database management system which allows graphics and sound to be integrated and turned into a game.



Two dice playing demons take a break from whatever demons usually do.

The conversion of Simon the Sorcerer to the Archimedes involved GamesWare's programmers re-coding this database system for the Arc, and linking in the original PC graphics and sound files. Much easier said than done! It's taken almost six months of blood, sweat and tears to bring this masterpiece to the Arc. So next time you feel like griping about a game not being released when it was supposed to be, spare a thought for the poor programmer trying to covert twenty thousand lines of 386 machine code into ARM code.

SO WHAT'S A MEGAGAME?

Well it's a really big game that comes on loads of discs (or a CD), has a storyline that reads like a Walt Disney film script, tens of thousands of graphics and animation frames from Walt Disney's best artists, real film

footage if it's the CD version, and a Pink Floyd quality soundtrack! It should also take several months to complete, and be so entertaining and



playable that you don't actually realise it's taken that long until you discover that your socks have genetically fused with your feet.

With *Simon the Sorcerer* a severe case of athlete's foot will actually be the least of your worries. You'll have to be far more concerned with the paralysing stench of an angry troll's armpit and the milk-curdling stink of a snoozing dragon, among other charming hazards!

ARC - ONLY GAMES VERSUS CONVERSIONS

Archimedes games fall into two distinct categories; games ported from the Amiga and PC, and those written specifically for the Arc. With noteworthy exceptions - Spheres of Chaos, Crystal Maze, Axis, Phaethon and Warlocks to name most of them - games in the latter category don't always do the Archimedes justice. Uninspiring graphics and sound effects and shoddy presentation and packaging seem to be the order of the day.



Deep inside the Sorcerer's Tower. "Sorry, I thought this was the laundry."

To be fair, many of these games are great fun to play; Stunt Racer 2000 is the mutts nuts as far as car games go, and John Major makes Haunted House come alive. The waterfall concept behind Cataclysm elicited a gasp from many an Amiga owner. But playability isn't everything, and certain Arc-only games look, feel and sound like they belong in the 1980's, where the state of the art gameswise was a bat and ball, a small intergalactic patrol ship or a yellow snapper. What Arc users really need now are games for the 1990's, slick, sleek and as vicious as a pit bull in a barrel.

The future for the Arc games player is looking remarkably rosy however, mainly because of what's

happened and is happening in the first category. The best Archimedes games are without doubt the conversions. It's not that surprising - they've got the excellent graphics, sound, depth and originality resulting from huge development teams and budgets; out of the hundreds (thousands) of games released for the Amiga and PC every year, these games are the elite.

Okay call this a defence mechanism against the snide

comments from Amiga owners about the less than massive range of titles available for the Arc, but we don't really want (or need) conversions of second rate games - we've got the better computer; we only want (and get) the best games.

ALL ABOUT ADVENTURE SOFT

Simon the Sorcerer is a very British adventure game by a very British company. Based in Birmingham, Adventure Soft is a small family firm that's been developing adventure games since the very early days of home computing. With a string of famous titles behind them, including the Scott Adams Adventures, the Quest Probe series, Elvira I and II, and Waxworks, what is surprising about this company is that it doesn't have a huge team of programmers working behind the scenes to produce games of this calibre. In fact Adventure Soft doesn't employ any programmers at all. Game design and coding is performed by father, Mike Woodroffe, while his wife handles the administration. Simon 'the eldest son' Sorcerer, is responsible for the 'film script' for each game, and youngest son Jonathan has the best job of all - testing the games! Add to this talented combination a team of five top graphic artists, and Adventure Soft's latest and finest result is *Simon the Sorcerer*.

Product	Simon the Sorcerer
Price	£39.99 inc. VAT
Available	Now
Publisher	GamesWare

Unit 26,
The Bartletts,
Hamble,
Hants SO3 5RD.

Simon the sorcerer

Orderline

0635 299676

ACORN ACTION VERDICT

Simon the Sorcerer is one of the most engrossing games I've ever played. It's fun, entertaining and immensely playable. Even if you're a hardened shoot-em-up fanatic, it's worth buying *Simon the Sorcerer* just to see the graphics and animation.



DR PHIPPS' SURGERY

See that ZX80 lying on the rubbish tip. That's your computer that is. That's your favourite toy. Santa Claus gave it to you for Christmas last year, when you'd actually asked for an Archimedes. Look, it's got your favourite game - bat and ball. I'm so sorry. I really do apologise. I just can't help myself. Too many history lessons I think.

Welcome to my very first

say you're feeling insecure because every time you meet Goro in the local BHS, he cuddles you with his lower set of arms, and then proceeds to rip off your head with his top set? Tell me everything about your childhood. Did you have a good relationship with your parents? Stable and balanced? I don't think that this approach is getting us anywhere. You really just want to know how to defeat him? Why not challenge him to a game of Superior Software's The Last Ninja, and while he's not looking,

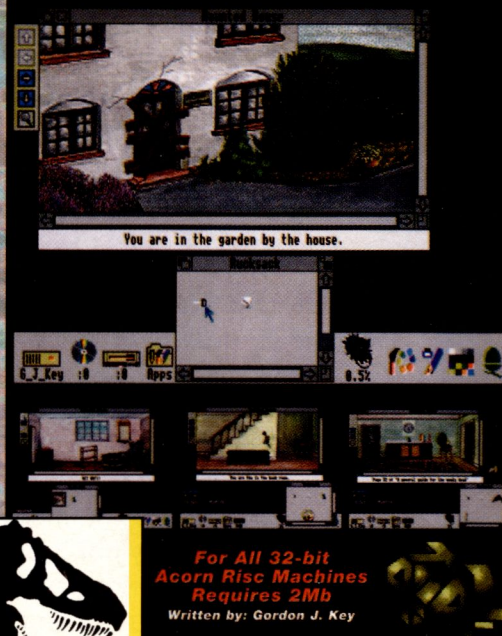


that you need another session to totally cure your

- 1 HotWetSoap
- 2 yFishTankW
- 3 ankelRotar
- 4 yEngineVib
- 5 raphoneKin
- 6 gSolomonsM
- 7 inesTheArc
- 8 hitectSket

insecurity (and pay for my next holiday in the Bahamas). So make an appointment with my secretary to come back in two months time. Next.

Haunted House



**For All 32-bit
Acorn Risc Machines
Requires 2Mb**
Written by: Gordon J. Key



Oh my! Mind the door. Watch the light fittings. That was a priceless Louis XIV chair, but please don't let it bother you. Haunted House! You are looking a bit tough. How old are you? 160 million years in the making? Amazing. So, Mr Diplodocus, you're taking a weekend vacation from your island, and you're looking for a bit of mindless entertainment? I have the perfect thing for you. It's TBA Software's excellent tank game, Axis, and it will make you go dizzy with despair unless you use these ingenious passwords to access the later levels:

John! What a surprise seeing you here. Is there a Major problem you'd like to discuss? Mmmm. You're off the peas, and now you don't like Brussel sprouts any more either. So what does Norm think? Haunted House! In fact now that I'm back on that subject, if you get stuck in the cellar in the Fourth Dimension's charming adventure, start again, get the notebook from beside the telephone and write down both telephone numbers. The



surgery. Please take a seat. Just bring it back when you're finished. Personally, I'd prefer a nice little TVR Chimaera, but then there's no accounting for some peoples taste, is there?

Perhaps you'd like to lie down on the couch and tell me about your problems. That's right. Feeling comfortable? Good. Now why don't you start at the beginning and tell me about yourself.

Let's just go through that one more time. You

pause the game and press the 'L', 'V', '4', '2', and '6' keys simultaneously. The border around the word 'PAUSED' will turn blue, and now whenever you pause the game, you can press F5 to toggle infinite energy on and off, F6 to toggle invincibility, and F7 for infinite lives. You could also press F9 to jump to the next screen, but he'd probably notice that and rip your head off again. There are several other key press cheats available, but I feel



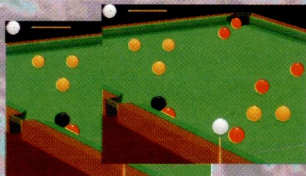
digits in the phone numbers represent directions. How many letters do each of the following words have in them: Left, Right, Forwards, and Backwards (or is it Forward and Backward - I really can't remember)? Listen, I am not going to spell it out. Bye John.

Why if it's not my good old friend Mario. Did you rememba to tella your mama that I lova her pasta? Excellent. So where have you been for the past few years? Karting around the world? Bellissima! So now you're planning on retiring and going back to plumbing? Well if you're looking for a job, Krisalis's *Pipemania* is in serious need of some new piping; you'll find these passwords useful to tackle the more difficult waterworks:

- 1 MOUNTAINEERS
- 2 GELATINOUSLY
- 3 AMBIDEXTROUS
- 4 CAULIFLOWERS
- 5 VARICOLOURED
- 6 SACRELIGIOUS
- 7 FOUNTAINHEAD
- 8 OSTENTATIOUS

Bonnie, would you like to tell me why you're on this quest? You need a hero? I see. Then why did you turn down that guy who

levitated over the Grand Canyon for you? He didn't actually make it all the way over? The TV studio had to fill in the missing section? Very unfortunate. Perhaps you'll find what you're looking for in Krisalis's *Hero Quest* by changing the name of each character as follows:



Barbarian: Melinda
Dwarf: Julie
Elf: Ruth
Wizard: Suzie

You should then be able to walk through all doors and beat any adversary.

Tell me Steve, do you have a specific reason for thinking that it must be really nice to be an interesting beef stroganoff.

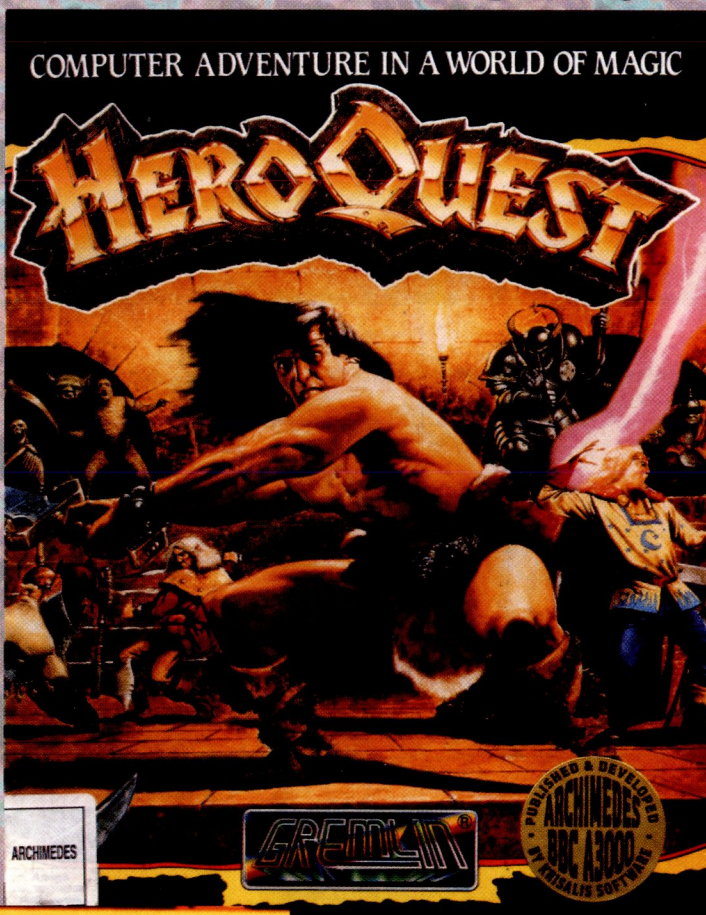


speed up whenever they hit the cushion. If Jimmy makes one of his rare mistakes, press 'P' to place the white ball in the D, play your shot, and press 'P' again. The ball you hit will disappear, and the white ball will again be returned to the D. Interesting!

Join us Luke. Join the Dark Side. For how long have you been having this dream, Luke. Since Man United lost their chance of doing the hat trick? What you definitely need to do is get off this planet for a while. Try taking a vacation on the dark side of the moon. Grab one of 4D's blue Technodream fighters and press and hold down Space until the flight starts - this should give you a much needed speed increase, as well as missiles and four lives. You might also find the following passwords to be of some use:

Level	Zone	Password
1	1	LEVELONE
1	2	ASTRA
1	3	BLUEROOM
2	1	EARTH
2	2	GAIA
2	3	MOONDUST
3	1	NEBULUS
3	2	ORBITAL
3	3	STAR

MAY THE FORCE BE WITH YOU!



You have a green ball fixation and you're worried about Jimmy? I'm afraid I can't really see any connection between the three, but if it will make you feel better, next time you play the Fourth Dimension's *SuperPool* with Jimmy, hold down the down cursor key when he plays his shot and watch his balls





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